

COMPUTING - CATCH UP CURRICULUM – MAPPED OUT KAPOW

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Computing systems and networks 1: Using a computer	Programming 1: All about instructions	Computing systems and networks 2: Exploring hardware	Programming 2: Programming Bee-Bots	Data handling: Introduction to data	
Y1	Computing systems and networks: Improving mouse skills	Programming 1: Algorithms unplugged	Programming 2: Bee-Bot	Data handling: Introduction to data	Skills showcase: Rocket to the moon	Online safety: Year 1
Y2	Catch up unit 1: <ol style="list-style-type: none"> 1. Computing systems and networks: Improving mouse skills: Logging in 2. Computing systems and networks: Improving mouse skills: Click and drag skills 3. Programming 1: Algorithms unplugged: What is an algorithm? 4. Programming 2 (Option 2): Virtual Bee- 	Computing Systems and Networks: What is a computer?	Programming 1: Algorithms and debugging	Programming 2: Scratch Jr	Computing systems and networks 2: Word processing	Data handling: International Space Station

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	<p>bot: Getting to know a virtual device</p> <p>5. Data handling: Introduction to data: Animal branching databases</p> <p>6. Skills showcase: Rocket to the Moon: Rocket design</p>					
Y3	<p>Catch up unit 1:</p> <p>1. Computing systems and networks: Improving mouse skills: Logging in</p> <p>2. Skills showcase: Rocket to the Moon: Rocket design</p> <p>3. Computing systems and networks 1: What is a computer? : Computer parts</p>	<p>Catch up unit 2:</p> <p>1. Computing systems and networks 2: Word processing: Getting to know the keyboard Either: - Option 1: Google, or - Option 2: Microsoft Office 365</p> <p>2. Computing systems and networks 2: Word processing: Getting</p>	<p>Computing systems and networks 1: Networks and the internet</p>	<p>Programming: Scratch</p>	<p>Computing systems and networks 3: Journey inside a computer</p>	<p>Data handling: Comparison cards databases</p>

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	<p>4. Computing systems and networks 1: What is a computer? : Inputs</p> <p>5. Data handling: Introduction to data: Animal branching databases</p>	<p>started with word processing Either:</p> <ul style="list-style-type: none"> - Option 1: Google, or - Option 2: Microsoft Office 365 <p>3. Programming 1: Algorithms unplugged: What is an algorithm?</p> <p>4. Programming 1: Algorithms and debugging: Unplugged debugging</p> <p>5. Programming 2: Scratch Jr: Using Scratch Jr</p>				
Y4	<p>Catch up unit 1:</p> <p>1. Computing systems and networks 2: Word processing: Getting to know the keyboard</p> <p>Either: - Option 1: Google, or - Option 2:</p>	<p>Catch up unit 2:</p> <p>1. Programming 1: Algorithms and debugging: Unplugged debugging</p> <p>2. Programming: Scratch: Tinkering with Scratch</p> <p>3. Programming: Scratch: Using loops</p>	<p>Computing systems and networks</p>	<p>Further coding with Scratch (Lesson 1, Lesson 2 and Lesson 3) Computational thinking (Lesson 1 and Lesson 2)</p>	<p>Creating media: Website design</p>	<p>Data handling: Investigating weather</p>

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	<p>Microsoft Office 365</p> <p>2. Computing systems and networks 2: Word processing: Getting started with word processing</p> <p>Either: - Option 1: Google, or - Option 2: Microsoft Office 365</p> <p>3. Computing systems and networks 1: What is a computer? :Computer parts</p> <p>4. Computing systems and networks 1: Networks and the internet: What is a network?</p> <p>5. Computing systems and networks 1:</p>	<p>4. Programming: Scratch: Making an animation</p> <p>5. Computing systems and networks 3: Journey inside a computer: Inputs and outputs</p>				
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	Networks and the internet: A website's journey					
Y5	<p>Catch up unit 1:</p> <ol style="list-style-type: none"> Computing systems and networks 2: Word processing: Getting to know the keyboard Either: - Option 1: Google, or - Option 2: Microsoft Office 365 Computing systems and networks 1: What is a computer? : Computer parts Programming 2: Computational thinking: What is computational thinking? Data handling: Investigating weather: What's the 	<p>Catch up unit 2:</p> <ol style="list-style-type: none"> Programming: Scratch: Tinkering with Scratch Programming: Scratch: Using loops Programming: Scratch: Making an animation Programming: Scratch: Storytelling Programming 1: Further coding with Scratch: Introduction to variables Either: - Option 1: Google, or - Option 2: Microsoft Office 365 	Computing systems and networks: Search engines	Programming 1: Music	Creating media: Stop motion animation	Data handling: Mars Rover 1

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	<p>weather? Either: - Option 1: Google, or - Option 2: Microsoft Office 365 5. Data handling: Investigating weather: Weather stations Either: - Option 1: Google, or - Option 2: Microsoft Office 365</p>					
Y6	<p>Catch up unit 1: 1. Computing systems and networks 1: Networks and the internet: What is a network? 2. Computing systems and networks 1: Networks and the internet: A website's journey 3. Computing systems and networks: Search engines:</p>	<p>Bletchley Park 1</p>		<p>Catch up unit 2: 1. Programming:Scratch: Tinkering with Scratch 2. Programming: Scratch: Using loops 3. Programming: Scratch: Making an animation 4. Programming: Scratch:Storytelling 5. Programming 1: Further coding with Scratch: Introduction to variables Either: - Option 1: Google, or - Option 2: Microsoft Office 365</p>	<p>Programming: Intro to Python Using the programming language of Python</p>	<p>Big data 1</p>

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	<p>Searching basics</p> <p>4. Computing systems and networks: Search engines: Inaccurate information</p> <p>5. Programming 2: Computational thinking: What is computational thinking?</p>					
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Next steps

Microbit

<https://microbit.org>

VR PUSH

Whole school overview

Endpoints (what children have learnt knowledge skills concepts) for each unit. Including vocab – see history wagoll

CPD priority

